

NYX DAERGEL

Strength	-1	Level	1
Dexterity	+3	Weight	50lb
Constitution	+1	Speed	30ft
Intelligence	+2	Hit Points	11
Wisdom	+2	Armor Class	15
Charisma	+0	Initiative	13
Proficiency	+2	Perception	12



Nyx Daergel was outcast by her fellow gnomes and now protects the forests.

Deck Builder: 1.1.0

BEDROLL



Bedroll.

Cost	1gp
Weight	5lb
Rarity	Std

Deck Builder: 1.1.0

BACKPACK



A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a Bedroll or a coil of rope, to the outside of a backpack.

Deck Builder: 1.1.0

MESS KIT

Cost	1gp
Weight	2sp
Rarity	Std



A mess kit was a compact collection of essential cutlery and kitchen implements that allowed preparation and consumption of food while traveling.

Deck Builder: 1.1.0

TINDERBOX

Cost	1gp
Weight	5lb
Rarity	Std



Tinderbox.

Deck Builder: 1.1.0

WATERSKIN

Cost	1gp
Weight	5lb
Rarity	Std



Waterskin.

Deck Builder: 1.1.0

5 GOLD COINS



Use to buy stuff

Deck Builder: 1.1.0

GOLD COIN



Use to buy stuff

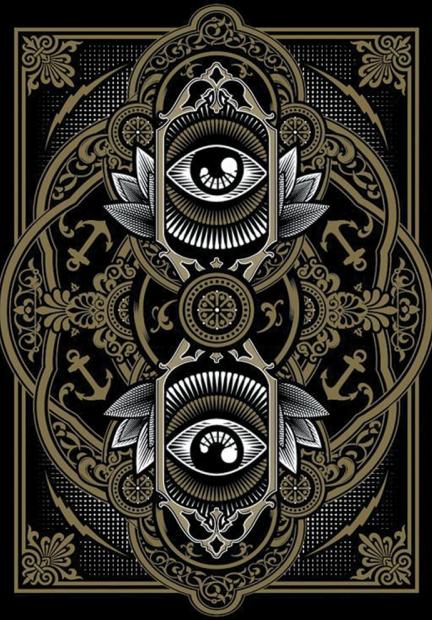
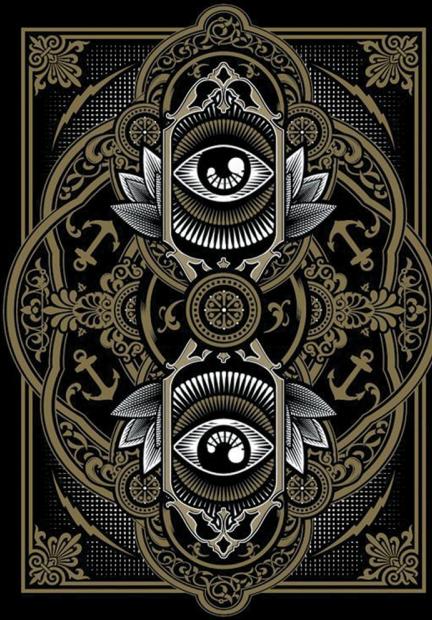
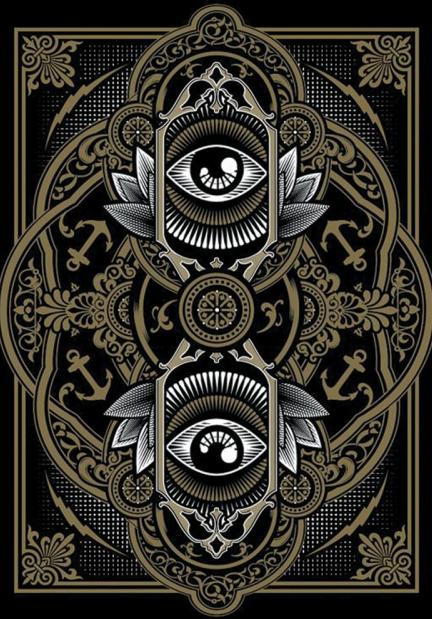
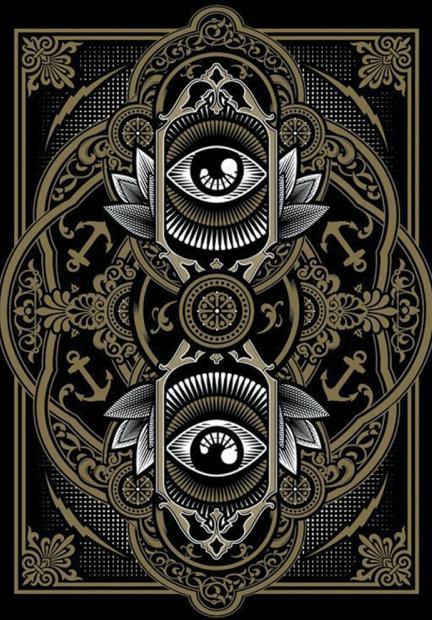
Deck Builder: 1.1.0

5 SILVER COINS



Use to buy stuff

Deck Builder: 1.1.0



SILVER COIN



Use to buy stuff

Deck Builder: 11.0

5 COPPER COINS



Use to buy stuff

Deck Builder: 11.0

COPPER COIN



Use to buy stuff

Deck Builder: 11.0

MINOR ILLUSION



Level
Cantrip
Casting Time
1min
Duration
1min
Range
30ft

You create a sound or an image of an object within range that lasts for the duration.

Deck Builder: 11.0

SHORTSWORD



Strength

Cost
10gp
Weight
2lb
Damage
1d6
Damage Type
pierce

Proficiency

Attack Roll: d20 + Dexterity + Proficiency
Damage Roll: 1d4 + Dexterity
Properties: Light, Finesse

Deck Builder: 11.0

LONGBOW



Cost
50gp
Weight
2lb
Damage
1d8
Damage Type
pierce
Range
150

Proficiency

Attack Roll: d20 + Dexterity + Proficiency
Damage Roll: 1d8 + Dexterity
Properties: Heavy, Two-Handed, Ammunition

Deck Builder: 11.0



MINOR ILLUSION

The Illusion ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a Whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the Duration, or you can make discrete Sounds at different times before the spell ends.

If you create an image of an object - such as a chair, muddy footprints, or a small chest - it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory Effect. Physical interaction with the image reveals it to be an Illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an Illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the Illusion for what it is, the Illusion becomes faint to the creature.